Juniper: A Functional Reactive Programming Language for the Arduino

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Project Ideas
“Simple, clear programming environment - The Arduino programming environment is easy-to-use for beginners, yet flexible enough for advanced users to take advantage of as well. For teachers, it's conveniently based on the Processing programming environment, so students learning to program in that environment will be familiar with the look and feel of Arduino”
Surprise! It’s C++

(but it kinda needs to be)
Reset Button
LED – Load & Pin 13
14x Digital IN/OUT (6x PWM~ OUT) (5V, 40mA)
LED - Power ON (Green or Orange)
USB (Power 5V)
DC Power Jack (AC-to-DC adapter) (7-12V)
Power OUT (5V, 3.3V)
Power IN (9V battery)
6x Analog IN (0-5V 10-bit ADC)

Atmel ATmega328P Microcontroller (8-bit, 16 MHz, 32 KB Flash, 1 KB EEPROM, 2 KB SRAM)
Hello, blinky world!

// -- Attach an LED to pin 13
int led = 13;

// -- The setup routine runs once
void setup() {
    // -- Initialize the pin for output
    pinMode(led, OUTPUT);
}

// -- Loop is called over and over forever:
void loop() {
    digitalWrite(led, HIGH);
    delay(1000);
    digitalWrite(led, LOW);
    delay(1000);
}

void blink(int pin, int interval) {
    digitalWrite(pin, HIGH);
    delay(interval);
    digitalWrite(pin, LOW);
    delay(interval);
}
int buttonPin = 2;
int ledPin = 13;
bool ledOn = false;

void loop() {
    // -- Look for press
    if (digitalRead(buttonPin) == HIGH) {
        // -- Wait for button release
        while (digitalRead(buttonPin) != LOW) { }
        // -- Toggle LED on or off
        if (!ledOn) {
            digitalWrite(ledPin, HIGH);
            ledOn = true;
        } else {
            digitalWrite(ledPin, LOW);
            ledOn = false;
        }
    }
}
Signal bounce
bool isPressed(int pin)
{
    // -- Look for press
    if (digitalRead(pin) == HIGH) {
        // -- Wait 50ms
        delay(50);
        // -- Still pressed? OK, continue
        if (digitalRead(pin) == HIGH) {
            // Wait for the release
            while (digitalRead(pin) != LOW) {
                return true;
            }
        }
        return false;
    }
}

void loop()
{
    if (isPressed(buttonPin)) {
        if (!ledOn) {
            digitalWrite(ledPin, HIGH);
            ledOn = true;
        } else {
            digitalWrite(ledPin, LOW);
            ledOn = false;
        }
    }
}

Challenge: button turns blinking led on and off
void blink(int pin, int interval) {
    digitalWrite(pin, HIGH);
    delay(interval);
    digitalWrite(pin, LOW);
    delay(interval);
}

void loop() {
    if (isPressed(buttonPin)) {
        if (!ledOn) {
            ledOn = true;
        } else {
            ledOn = false;
        }
    } else {
        if (ledOn) {
            blink(13, 1000);
        }
    }
}

Does this work?

Stuck waiting for button release

Stuck here for 2 seconds!
This doesn’t work

```c
void blink(int pin, int interval)
{
    digitalWrite(pin, HIGH);
    delay(interval);
    digitalWrite(pin, LOW);
    delay(interval);
}

void loop()
{
    blink(13, 1000);
    blink(9, 300);
}
```

Even simpler:
blink two lights at different intervals

```c
uint32_t last_time_1 = 0;
bool led_state_1 = false;

void loop()
{
    uint32_t curtime = millis();

    if (curtime - last_time_1 > 1000) {
        last_time_1 = curtime;
        if (led_state_1)
            digitalWrite(13, LOW);
        else
            digitalWrite(13, HIGH);
        led_state_1 = ! led_state_1;
    }

    if (curtime - last_time_2 > 300) {
        last_time_2 = curtime;
        if (led_state_2)
            digitalWrite(9, LOW);
        else
            digitalWrite(9, HIGH);
    }
```
Functions that use `delay()` do not compose

Combining concurrent activities requires explicit scheduling

“Blinking” is an ongoing process

Need composition in time

A.k.a., `concurrency`
Any reasonably sophisticated software application for the Arduino consists of:

ad hoc discrete event scheduler +
finite state machine(s)

Fairly advanced to implement
Our Approach

Use Functional Reactive Programming to handle events/streams of events

Use the “foldP” (fold over the past) FRP function to simulate state machines
FRP Classification

Juniper is a higher-order discrete impure monadic FRP Language

What this actually means:

Dynamic signal graphs allowed

Signals of signals are allowed

Lose equational reasoning to avoid space leak

No continuous signals
Language Features

- Algebraic data types
- Parametric polymorphic functions
- Lambdas
- Closures
- Type inference
- Limited dependent typing (size is part of an array type)
- Pattern matching
- Immutable data structures
- Imperative features
- Mutable references
- Inline C++
Signal Graphs

Events “flow” along signals or signals are time varying values.

Signals connected together form a directed graph.
Signal graph representation

2 KB RAM $\rightarrow$ Not enough space to store the data structure itself + necessary runtime components

One possibility: static signal graph known at compile time - use adjacency list

Our approach: Signal graph embedded within the call graph
Signals in Juniper

type maybe<'a> = just of 'a
   | nothing

type sig<'a> = signal of maybe<'a>
module Blink
open(Prelude, Io, Time)

let boardLed = 13
let tState = Time:state()
let ledState = ref low()

fun blink() = ...

fun setup() =
  Io:setPinMode(boardLed, Io:output())

fun main() = (
  setup();
  while true do
    blink()
    end
)
module Io
...

module Io ...

...
template<typename a>
struct maybe {
    uint8_t tag;
    bool operator==(maybe rhs) {
        if (this->tag != rhs.tag) { return false; }
        switch (this->tag) {
            case 0:
                return this->just == rhs.just;
            case 1:
                return this->nothing == rhs.nothing;
        }
        return false;
    }

    bool operator!=(maybe rhs) { return !(rhs == *this); }
}
union {
    a just;
    uint8_t nothing;
};


type maybe<'a> = just of 'a | nothing
while true do
    ...
end

(((&()) -> Prelude::unit {  
    while (true) {  
        ...
    }
    return {};  
})()));
Case Study: Digital Hourglass

Rich Set of Behaviors

• Program Mode
• Timing Mode
• Pause Mode
• Finale Mode

C++: 950 lines
(and it required a lot of thought)

Juniper: 350 lines
(and it worked the first time)
Conclusion

• Juniper is a new FRP language designed to be run on small microcontrollers like the Arduino
• Has many functional programming features
• Compiles to C++
• Shows clear benefits for logic re-use; specifically with time dependent behaviors

Thank you!
http://www.juniper-lang.org/